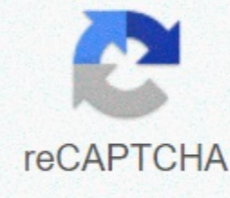




I'm not robot



**Continue**

## Majora's mask n64 collectors edition

The Legend of Zelda: Majora's Mask Developer(s) Nintendo EADDistributor(s) NintendoNintendo eShopDirector(s) Eiji AonumaYoshiaki KoizumiProductor(s) Shigeru MiyamotoEiji Aonuma Artist(s) Yus ukeke nakanotakaya imamurawriter(s) Mitsuhiro TakanoYoshiaki KoizumiShigeru MiyamotoComposer(s) Koji KondoToru MinegishiMOTOR Ocarina Engine of Time UpdatedPlatform(s) Nintendo 64, Nintendo GameCube, Virtual Console, Nintendo 3DSReach(s) launch JP April 27, 2000NA October 26, 2000EU November 17, 2000 General Game 1 PlayerRating(s) (N64) (3DS) (3DS) (N64) (3DS)Format(s) 256 Mbit ( 32 MB) Cartridge N64 , GameCube optical discSquites View listExpansion Pak (Nintendo 64) Official GamepadWeb Controls Official site: Majora's Mask The Legend of Zelda: Oracle of Seasons and Oracle of Ages [edit data on Wikidata] The Legend of Zelda: Majora's Mask , known in Japan as *Zelda no Densetsu: Mujura no Kamen (のののいいいい, Zeruda notsu Mujura no Kamen*, illuminated. The Legend of Zelda: The Mask of Mujura is an action adventure game from The Legend of Zelda series developed by Nintendo's Entertainment Analysis and Development division for the Nintendo 64 game console. It was released on April 27, 2000 in Japan; October 26, 2000 in North America; 17 November 2000 in Europe. [1] The title sold approximately 314,000 copies in Japan during its first week.[2] It sold three million copies worldwide and received very positive reviews. It was re-released for the Nintendo GameCube as part of The Legend of Zelda: Collector's Edition compilation and the Wii's Virtual Console service on April 3, 2009 in the Pal region, April 7 in Japan, and May 18, 2009 in North America. An adaptation for the Nintendo 3DS, titled The Legend of Zelda: Majora's Mask 3D, was released on February 13, 2015. This title requires, in its Nintendo 64 version, the use of the Expansion Pak peripheral, which provides additional memory for improved graphics and a greater number of simultaneous characters on the screen. Majora's Mask is the sixth episode of The Legend of Zelda and the second to use 3D graphics, the first being its predecessor, The Legend of Zelda: Ocarina of Time. He is also the first title with Eiji Aonuma as the final manager, assuming the role of producer, in addition to repeating the director who has practiced in The Legend of Zelda: Ocarina of Time. The game takes place in Términa, an alternate version of the series' usual location: Hyrule. There, a Skull Kid stole the Majora, a powerful and ancient artifact. Under his influence, he is wreaking havoc among citizens and threatens to destroy the world by throwing the moon over it in a short period of 72 hours. The main protagonist, Link, embarks on an adventure through time, repeatedly revived the three days he has as a deadline to avoid the cataclysm. Game mode Game mode focuses on repeating the three-day cycle and using various masks, some of which allow link to turn into different beings. Link learns to play various melodies with his ocarina, thus achieving a variety of effects, such as controlling the passage of time or opening passages to the four temples, which contain challenges that the link must overcome. Majora's Mask is commonly regarded by fans of The Legend of Zelda as one of its darkest and strangest games. The Major a Mask was well received by critics, who highlighted the originality of the three-day system, the improvement in graphics and the great depth of its history. In 2010, Gamefaqs conducted a survey to choose the best games of the 2000-2009 decade, in which The Legend of Zelda: Majora's Mask managed to take the top position. [5] Synopsis The Moon is a representative element of the video game. Majora's Mask begins with Link (the Time Hero) riding his mare, Epona, through the Lost Forests after events in The Legend of Zelda: Ocarina of Time. Link, who after returning to his original time set off on a journey in search of his fairy Navi. (Who departed in the Temple of Time after fulfilling his promise to the Great Tree of Deku to help Link on his journey through Hyrule.) As his journey continues, Link is assaulted by a masked Skull Kid alongside two sisters, Taya and Tael, who steal the Time Ocarina and take to Epona. Link follows them and ends up falling through a deep dark hole, in a clear nod to Lewis Carroll's literary work Alice in Wonderland. At the end of the hole, he finds the Skull Kid again, who tells Link that he escaped his horse by not obeying him and turning him into a Deku scrub. After that, he hurriedly flees along with Tael, but leaving Taya behind, who cannot reach them. Taya agrees to help Link find her friend, the Skull Kid, so she can reunite with him and his brother. Link follows his attacker's trail through a dark, twisted cave until he reaches the Finish Clock Tower. There he meets the Happy Mask Salesman, who confesses that he has been following him for some time and that he can help him regain his usual form in exchange for him receiving the Major Mask that the Skull Boy stole from him. Seller clarifies will leave the city in three days, so Link must retrieve the mask before that time. Link and Taya leave the clock tower in the center of Clock City. It is then that the protagonist realizes that Terminate is a kind of land parallel to Hyrule and that the inhabitants of each of these two worlds have their part in the other with different lifestyles and personalities. In addition, he discovers of several events that curiously coincide with the three-day limit set by the mask seller: some boyfriends are about to marry in secret, a festival called Carnival of Time will be held throughout the village... Several characters also warn that the moon is approaching and will eventually collide over Termina within three days. Link after several consultations with the inhabitants of Ciudad Reloj arrives at the astronomer's observatory, which shows with his telescope the location of the Skull Kid at the top of the Clock Tower. Taya says the door to the top of the tower opens only once a year: at midnight on the eve of the Carnival of Time, just when the three-day period ends. Time passes and Link manages to reach the Skull Kid and Tael at twelve o'clock on the night of the third day. At the time, he failed to pick up majora's mask, but manages to regain the Ocarina Time, which had been granted to him by Princess Zelda before leaving Hyrule. At that very moment, knowing that time was about to end and that the moon is about to reach Earth, Link recalls zelda's Song of Time and, after touching it, returns in time to dawn on the first of the three days the story unfolds. Link and Taya return to the Mask Salesman, who teaches Link the Song of Healing, who saddles restless spirits and evil magic into masks, without fear of being possessed by the magic sealed in them. He returns Link to his human form, wrapping the shape of Deku in a mask. Link confesses that he has failed to recover majora's mask, which infuriates the seller, who claims that this item has a demonic apocalyptic power within it and has already been used by an ancient tribe in witchcraft rituals. This tribe, fearing catastrophes caused by its great power, hid the mask in the shadows forever to avoid misuse. On one of his travels, the salesman managed to take over, but the Skull Kid stole it and now, manipulated by the power that resides in it, is responsible for the moon falling on Thermine, as well as for many other misfortunes suffered by the locals. Link travels to the four cardinal points of Termina in search of the Giants, the only ones powerful enough to hold the moon in the sky. On his journey he visits the swamp and the Falls Forest, the Snowy Peak, the Great Bay, and the Ikana Valley, facing various conflicts to be resolved in each place caused directly or indirectly by the Skull Kid and accessing ancient temples where the keys to call the Giants reside. Link finally awakens the Four Giants from their lethargy with an old song called Ode to Order at midnight on the third day, managing to avoid the cataclysm of the moon. At this very moment, Majora's mask abandons the Skull Kid and, for the first time showing himself the true antagonist of the story, enters the Moon to possess it and throw it back to Earth. Link travels to the star, presented as a dreamy and strange place where a group of masked children play hide-and-seek, and there he confronts and defeats the mask. [6] After that, the Four Giants return the moon to their place and return to their sleep. Taya reunites with her brother Tael and her dear friend, the Skull Kid, and the mask salesman comes out in the Mask of Majora, already purified from all evil. Finally Link leaves Términa at the back of Epona while, for the first time, a new day dawns, the fourth day: the day of the long-awaited Carnival of Time. The game ends with an image in which, on a tree stump, you see a hand-made drawing of Link, Taya, Tael, the Skull Kid and the Giant Four as notes from Saria's Song, from The Legend of Zelda: Ocarina of Time, sound, thus closing the great metaphor around the friendship that has been transmitted throughout history. This final scene and various character dialogues infer that the Skull Kid in this game is the same one link teaches the Song of Saria in The Legend of Zelda: Ocarina of Time in the Lost Forests. That's because when the Skull Boy steals the Ocarina of Time he bluffs something that implies that he knows the protagonist before (this boy...) and that, in the end, before the credit, between laughs, he says: You smell like the child who taught me this song in the forest. This may refer to the Song of Saria, thus explaining why it sound in the epilogue game. Skull Kid Cosplay Characters at the World Cosplay Summit The game takes place in Términa, an alternate version of Hyrule. [8] For this reason, most of the characters in The Legend of Zelda: Ocarina of Time are reused in this title. However, they do not retain the same personalities. For example, Malon's young and adult versions of The Legend of Zelda: Ocarina of Time appear as sisters named Romani and Cremia; of Hyrule in Términa the Clock City Bank; the cuckoo lady, now called Anju, stars with Kafel in a forbidden love substory... The game also features for the first time Tingle, an extravagant character who believes to be a forest fairy and who makes a living drawing and selling masks to help his father, the head of the Swamp tourist pier. The five main areas of the world of Termina represent the five stages of mourning: Clock city would amount to denial, because the inhabitants of this place, despite seeing the moon getting closer and closer, do not want to admit what is happening and prefer to continue with their lives and prepare for Carnival; the southern swampy area is a representation of anger through the deku tribe that inhabits it, which desperately seeks a culprit for all its problems to the point of wanting to murder a monkey as a scapegoat; Northern Snow Peak would be a negotiation with reality, for there the Goron tribe, which is freezing and starving, still believes that its leader Darmani will return from the dead to save them; the Great Bay of the West would be pain, for there all zora live saddened by the death of the admired musician and local hero Mikau; and East Ikana Canyon would eventually be accepted, as it is a place where there is no more mask to obtain and in which practically the only living being is Link. [9] The designers of this edition of The Legend of Zelda have attached great importance to the secondary stories starring the various inhabitants that populate Termina and which occur only in the 72 hours available to Link to save the world. In this way, the player establishes a relationship of empathy with them and, in addition to feeling responsible for a great gestation, how to prevent the moon from falling on the earth, but also to achieve, fulfilling this mission, that the stories and plans of the characters come to fruition (for example, that Anju and Kafel manage to marry, that the girl Pamela can be reunited with her father or that finally, the Zora Band can play during the Carnival of the Season). Majora's Mask Gold Cartridge Production Five years went from the release of Link's Awakening (1993) to the premiere of Ocarina of Time, a title for which Nintendo spent four years developing it. From its game engine and graphics, a small team of employees of the Japanese company managed to produce the Majora Mask in just 14 months. [10] In the words of director Eiji Aonuma, they found it difficult to resolve what kind of game the series could continue after the remarkable commercial success of Ocarina of Time. From the beginning, they thought of a mechanic in which the plot had a duration three days, because then the content would be more compact, without affecting the complexity of the gaming system. [11] Shigeru Miyamoto and Yoshiaki Koizumi were responsible for writing the story, then developed in detail by Mitsuhiro Takano. [13] The idea of the game system's three-day cycle also came from the first. [15] Miyamoto commented: In the Mask of Majora we added another axis called 'time'. Our intention is for the player to familiarize themselves with the events that take place in these three days, and decide what they will do in this world they are exploring. That was the main goal of this game. [16] Majora's Mask was first released to the press in May 1999, when Famitsu magazine revealed in one of its articles that Nintendo was developing a zelda game for Japanese expansion 64DD. At the time, the project was called Ura Zelda — the first word can literally be translated into Spanish as hidden or behind — and was considered an expansion of Ocarina of Time, albeit with new levels and scenarios, similar to the second game or mission of the first game in the series. The following month, Nintendo announced the release of a demo version of Zelda: Gaiden.literat: Zelda: The Complementary Story – at the Nintendo Space World exhibition in August 1999. [19] It was speculated that Zelda: Gaiden would be the final title of the new chapter. In mid-1999, the first images of Zelda's content: Gaiden were presented. Among them appeared the clock that controls the center of the Clock City, the timer at the bottom of the screen and the Goron mask. [21] It became known in the same way that Link would be able to transform physically with the help of masks as well as other details related to the plot. [22] Miyamoto's eventual announcement that Ura Zelda and Zelda: Gaiden would be two separate titles[23][24] caused confusion in some media, who began speculating whether one of these games would be a derivative of Ura Zelda, whether they would be interconnected in any way, or whether they would have no relation to each other simply. In the end, it was discovered that Ura Zelda would become Ocarina of Time Master Quest, a game distributed outside Japan on an additional disc for the GameCube console, intended for all those buyers who left out The Wind Waker in the US. Usa before its sale[25] and as an accessory disc marketed along with the same game, mentioned above, on European territory. In November 1999, Nintendo announced that Zelda: Gaiden would be released in the next holiday season[27] and a few months later in March revealed the definitive title of the game: Zelda no Densetsu Mujura no Kamen in Japan, and The Legend of Zelda: Majora's Mask in other countries. [28] Pak Expansion technical features offered system improvements Although the Majora Mask was designed with the same Ocarina of Time engine, it uses an updated version of this. Another important difference with this title is its requirement for a 4 MB Expansion Pak. [29] The IGN web portal assumed that this need for additional storage space could be due to the original game being designed for the Nintendo 64DD expansion, which needed 4 MB of RAM. Expansion Pak allows for wider drawing distances,[Note 1] more accurate lighting levels, texture mapping and animations in more detail, as well as more complex framebuffer effects such as motion blur. [29] As a result, in the Major mask, the player can observe objects located at greater distances unlike Ocarina of Time, in which a blurry imaging technique —[Note 2] was used to darken distant areas. In his review, IGN mentioned the game's overall texture design, and although he ranked it as one of the best created for the Nintendo 64, he also criticized that some, however, have a low resolution. The game's soundtrack was composed of tracks derived from the game Ocarina of Time mainly, as well as traditional themes from the series and some other unreleased tracks. In Konnda's view, the music of Majora's Mask evokes the sounds of an exotic Chinese opera. [32] A notable feature of Clock Town's melody is that it changes as the game's three-day cycle continues. It has a total of three variations, one for each day. [33] The pace becomes faster with each successive variation, giving the perception that time passes faster after the first day. The soundtrack began to be distributed commercially from June 23, 2000. Contains two discs with the 112 tracks that appear in the game. Other versions of Majora's Mask for another console was as part of the exclusive album The Legend of Zelda: Collector's Edition for the GameCube, which included in addition to these three other zelda games and a demo version of The Wind Waker. [35] It was an emulated version of the original game for the Nintendo 64, which could be physically played in CD format on the GameCube. [35] It could be purchased in a promotional package that included a GameCube console, either through a special subscription offer from Nintendo Power magazine or by Nintendo's official website. This offer expired in early 2004. [36] This version does not differ much from the original game, except for some minor changes in the distribution of icons on the screen for each button, according to the GameCube controller. Although it has raised some questions related to the original audio product of Nintendo's own emulation,[35][37], resolution and progressive scanning levels are slightly higher in this issue. Its next release, this time in digital format, occurred in April 2009, when Nintendo included it on the Wii Virtual Console in Europe, Australia[38] and Japan. [39] The following month it was available in the Americas. Years later, in 2012, Club Nintendo offered its members the ability to download a copy of the game to this same console. [40] Adaptation for the Nintendo 3DS Main article: The Legend of Zelda: Majora's Mask 3D Logo type of The Legend of Zelda: Majora's Mask 3D After the release of the 3DS version of Ocarina of Time in 2011, Aonuma explained that an adaptation of the Majora Mask for the same handheld console is not an impossibility, although he suggested that its realization would depend on market interest or demand. As a result, some fans of the series organized an advertising campaign for which they headed Operation Moonfall, with the aim of promoting the production of a new adaptation of Mask of Majora. [42] The campaign's name refers to a similar one called Operation Rain, previously also made by fans to convince Nintendo of America to release a set of three RPG games for the Wii console. The moonfall campaign obtained a total of 10,000 signatures in five days for your order. [43] At his request, Nintendo of America released the following statement: At the risk of deterring them, the company should be clear in noting that there is no official announcement related to an adaptation of The Legend of Zelda: Majora's Mask for the Nintendo 3DS. However, we are pleased to hear what our customers consider important to them. In November 2011, as part of an interview with GamesRadar, Aonuma referred to the Moonfall campaign, sharing to fans his interest in resuming such a request in the future. At the 2012 E3 event, Miyamoto explained that Nintendo was still considering a possible adaptation of the game, something he recited at the same event in 2013. Finally, in November 2014, Nintendo officially announced the adaptation of Majora's Mask for 3DS, with a premiere scheduled for the first half of 2015. As in the 2011 version of Ocarina of Time, Adaptation will feature improvements in character design and stereoscopic 3D graphics. [48] Among its new features is the use of the New Nintendo 3DS C-Stick, as well as including Ocarina of time remake vision stones. Premiere This game premiered a few years after the release of the Nintendo 64, and as is usually the case special packages were sold to Europe, Asia and sometimes America. Even one of them released only to Japan, said it included the Mask of Majora. Recepción RecepciónPuntuaciones de reseñasEvaluadorCalificaciónGameRankings91.95 % (33 reseñas)[49] Metacritic95 / 100 (27 reseñas)[51] 3DS: 89 / 100 (82 reseñas)[52] Puntuaciones de críticasPublicaCalición 3DJuegos3DS: 9 / 10[50] Edge9 / 10[57] Electronic Gaming Monthly10 / 10[53] Famitsu37 / 40[54] [55] 3DS: 37 / 40[56] Game Informer9.75 / 10[58] 3DS: 9.25 / 10[59] GamesMaster96 %[60] GameSpot8.3 / 10[31] 3DS: 9 / 10[61] GameZone9.9 / 10[60] 3DS: 9.5 / 10[62] Hobby Consoles3DS: 93 / 100[63] IGN9.9 / 10[29] 3DS: 8.7 / 10[64] MeriStation3DS: 9.5 / 10N64 Magazine96 / 100[66] Nintendo Power9.4 / 10[33] Vandal3DS: 9.5 / 10MeriStation9.5 / 10[65] PremiosPublicaciónPremioAcademy of Interactive Arts & Sciences«Videojuego de acción del año» (2000)GameFAQs «Videojuego de la década» (2000–2009)[68] You've met with a terrible fate, you do not?. One of the phrases of the game that gained a lot of popularity thanks to the creepypasta Ben Drowned. Like Ocarina of Time, several media outlets gave good reviews to the Mask of Majora. On the gamerrankings website, which collects reviews and reviews from various publications based on which it calculates its review, it has a score of 91.95% of a total of 33 rankings. For some critics, such as Edge magazine and the GamePro website, it contains one of Zelda's weirdest and most sad plots, which is surreal, creepy, deep and intriguing to the player. [70] Game Informer highlighted the restrictive gameplay in which Link must complete his adventure in three days, which he called one of the most original concepts of any video game, in addition to citing the game in general as the ultimate adventure that the Nintendo 64 can offer us. [58] A common point in several reviews was the comparison of this game with its predecessor, Ocarina of Time, which is considered one of the best video games in history. [71] For example, N64 Magazine summarized in its assessment the following: It was said that the Mask of Major a would be overshadowed by Ocarina of Time. On the contrary, it shone brightly.[66] while GameSpot highlighted the highest level of difficulty its system has unlike that offered by Ocarina do Tempo. [31] According to the Spanish magazine MeriStation: The even more catastrophic aesthetic [of the game's graphics], with the strain of playing against the clock, going back to the past to get to the place you put yourself in time, or simply increase your weaponry, increase your hours of impavidez in front of the screen [...]. Inephendable, big and long. [65] For IGN, its success is comparable to that achieved by Episode V of the Star Wars series in 1980. In his review, his publisher commented: Although Majora's Mask is part of the same franchise, [its plot] is cunning, darker and much better [than previous games]. [29] For this can be added the consideration made by GamePro, commenting that the Major mask served as the test that proved that the N64 still has its magic. [70] A negative review commonly featured in some reviews of the game is that it is not as accessible as Ocarina of Time. For example, GameSpot, which has previously rated Ocarina of Time with its highest score, gave Majora's Mask an 8.3 out of 10. In his assessment, he commented that for those who focus on side missions, [their experience may] be tedious and slightly misdirected. [31] While Game Revolution has similarly opined, saying it takes a little time to get into this Zelda [compared to the previous ones], there are times when the game manages to catch it with everything and its complexities and mysteries, and that's what makes it worthwhile. It ranks seventh on Electronic Gaming Monthly's list of top games, which ranks eighth. In 2001, it ranked 68th on game informer's Top 100 Games of All Time list, and again appeared as the 63rd best game in a total of 200 different titles, ranked by the same publication in 2009. At the time, Nintendo Power chose it as Nintendo's fifth best game. [76] Official Nintendo Magazine added it to the 45th position of Nintendo's best 100 games of all time, while in 2005 some GameFAQs users rated it the 47th best video game of a total of 100 titles. In late 2010, on the same previous site, Majora's Mask was voted the Game of the Decade (2000-2009). The following year, in a tournament-style competition organized by IGN, it stood out as the second best game in The Legend of Zelda, second only to Ocarina of Time. [80] Notes - The concept of drawing distance alludes to a graphic measurement scale used by designers represent at a certain level of depth certain objects or elements located at a certain visible distance. It is closely related to image rendering. Conell (2011), 8. Retrieved November 13, 2014. • From the concept in English distance fog or fog effect, the fog effect is used by designers to darken objects or the background of a scene incorporating a layer of computer nebula. MEDIAactive (2007), p. 636. Retrieved November 13, 2014. References The Legend of Zelda: Majora's Mask Review. Ign. October 25, 2000. Retrieved on October 28, 2006. The Legend of Zelda: Majora's Mask. The N-Sider. Filed from the original on December 20, 2005. Retrieved December 3, 2005. March 25, 2004. The Magic Box. March 25, 2004. Filed from the original on December 5, 2004. Retrieved on December 1, 2007. a b Zelda Classic Becomes 300th Virtual Console Game. Nintendo of America. May 18, 2009. Retrieved on May 18, 2009. Game of the Decade. Recovered on January 30, 2010. Step by step the Major mask. Zelda Universe. 2000. Filed from the original on 11 December 2005. Retrieved December 15, 2005. The Great Encyclopedia of Hyrule. Filed from the original on December 15, 2006. Retrieved november 27, 2006. The Legend of Zelda: Majora's Mask at Nintendo.com. Nintendo. Filed from the original on April 13, 2010. Recovered 25 of 18 2009. Link must save the world! This time, he finds himself trapped in Termina, an alternate version of Hyrule who is doomed to destruction in just three days. Did you know that play? The Legend of Zelda: Majora's Mask. Retrieved September 30, 2014. Yoon, Andrew (October 16, 2013). Zelda's Eiji Aonuma on the annualization, and why the series needs 'a little more time'. The news from the shack. Gamefly. Retrieved November 12, 2014. Aonuma, Eiji (March 25, 2004). GDC 2004: The Story of Zelda. cube.ign.com. IGN Entertainment, Inc. Filed from the original on February 19, 2012. Retrieved November 12, 2014. Leung, Jason (July 7, 2000). Jason Leung (Author of Text in English) Diary Part I. Nintendo of America, Inc. Archived from the original on June 26, 2001. Retrieved November 12, 2014. Kohler, Chris (December 4, 2007). Interview: Director of Super Mario Galaxy in Sneaking Past Miyamoto. Wired. GameLife. Condé Nast Digital. Retrieved November 12, 2014. INTERVIEW: Nintendo's No Candá Star. Edge Magazine. Future Publishing Limited. February 6, 2008. Filed from the original on August 20, 2012. Retrieved December 12 2014. The previous game looked like we'd given it our all. Iwata Asks: The Legend of Zelda: Spirit Tracks. Nintendo of America, Inc. Retrieved November 12, 2014. Eiji Aonuma: And we should produce its sequel in a year... At first, we had no idea what we were going to do, so we kept expanding our plans... Until then, the three-day system, a compact world in which it would be played repeatedly, had been created by Miyamoto and another director, (Yoshiaki) Koizumi. We added to the formula and developed until the goal of creating a Legend of Zelda was fulfilled in one year. The Making of The Game The Legend of Zelda: Majora's Mask. N-sider.com. October 2000. Filed from the original on April 14, 2012. Retrieved November 14, 2014. Nintendo Sequel Rumbblings. ign64.ign.com. IGN Entertainment, Inc. May 11, 1999. Retrieved November 12, 2014. a b Zelda Sequel Invades Spaceworld. ign64.ign.com. IGN Entertainment, Inc. June 16, 1999. Retrieved November 12, 2014. Space World 99. Game Informer (Funco, Inc) (79): 24-25. November 1999. First screenshots of Zelda Gaiden ign64.ign.com. IGN Entertainment, Inc. August 4, 1999. Retrieved November 12, 2014. The Legend of Zelda: The Continuing Saga Preview. Game Informer (Funco, Inc) (79): 42. November 1999. First Details of Zelda Gaiden Exposed. ign64.ign.com. IGN Entertainment, Inc. August 19, 1999. Retrieved November 13, 2014. Gaiden and Ura Zelda Split. ign64.ign.com. IGN Entertainment, Inc. August 20, 1999. Retrieved November 13, 2014. An interview with Shigeru Miyamoto. Game Informer (Funco, Inc) (79): 26. November 1999. Zelda Bonus Disc Coming to US. cube.ign.com. IGN Entertainment, Inc. December 4, 2002. Retrieved November 13, 2014. Limited Edition Zelda in Europe. cube.ign.com. IGN Entertainment, Inc. April 15, 2003. Retrieved November 13, 2014. Gaiden for the Holiday 2000. ign64.ign.com. IGN Entertainment, Inc. November 4, 1999. Retrieved November 13, 2014. Zelda gets a new name, screenshots. ign64.ign.com. IGN Entertainment, Inc. March 6, 2000. Retrieved November 13, 2014. a b c d e f g Mirabella III, Fran (October 25, 2000). Legend of Zelda: Majora's Mask. ign64.ign.com. IGN Entertainment, Inc. Retrieved September 6, 2015. Zelda Soundtrack Released. ign64.ign.com. IGN Entertainment, Inc. June 30, 2000. Retrieved November 13, 2014. Inside Zelda Part 4: Natural Rhythms of Hyrule. Nintendo Power (Nintendo of America, Inc.) 195: 56-58. September 2005. a b Now Playing. Nintendo Power (Nintendo of America, Inc.) 137: p. 112. October 2000. Amazon.com: The Legend of Zelda: Majora's Mask: Koji Kondo: Music. amazon.com. Amazon.com, Inc. Retrieved November 13, 2014. a b c d Legend of Zelda: Collector's Edition. cube.ign.com. IGN

Entertainment, Inc. November 17, 2003. Retrieved November 13, 2014. Zelda Bundle at \$99. cube.ign.com. IGN Entertainment, Inc. November 4, 2003. Retrieved November 13, 2014. Torres, Ricardo (November 14, 2003). The Legend of Zelda Collector's Edition Bundle Impressions. gamespot.com. CBS Interactive. Retrieved November 13, 2014. Robinson, Andy (April 3, 2009). Zelda: Majora mask in Euro VC. ComputerAndVideoGames.com. Futura Publishing Limited. Retrieved November 13, 2014. Fletcher, JC (April 7, 2009). VC/WiiWare Tuesday: The Major Mask arrives in another region. joystiq.com. Weblogs, Inc. Retrieved November 13, 2014. Pereira, Chris (January 11, 2011). Club Nintendo Now offering the Mask of Majora, Kirby and Dr. Mario. 1UP.com. Filed from the original on February 3, 2012. Retrieved November 13, 2014. MacDonald, Keza (July 25, 2011). Majora's Mask Remake is a possibility. Ign. Retrieved November 13, 2014. (July 28, 2011). Operation Moonfall plans to put the Major Mask on 3DS. Destructoid. Retrieved November 13, 2014. Seibel, Phil (August 2, 2011). Petition fires for the 3DS remake of the Majora Mask. Game Kudos. Filed from the original on September 20, 2011. Retrieved November 13, 2014. Operation Moonfall Update: Encouraging Response From Nintendo of America. ZeldaInformer. July 29, 2011. Filed from the original on October 7, 2011. Retrieved November 13, 2014. Zelda, past and future: an interview with Koji Kondo and Eiji Aonuma. O GamesRadar. November 9, 2011. Retrieved November 13, 2014. Eiji Aonuma: I've heard of the existence of a website in the USA. America produced by some people who expect us to release a 3D version of Majora's Mask. I'm flattered to know that there are several questions about this game, so Hopefully at some point in the future we can do something about it. Ign. Zelda 3DS: It's the Majora Vs. Mask. Link to the Past Retrieved November 13, 2014 , George, Richard. Nintendo Still Thinking About Majora's Mask Remake. Ign. Haywald, Justin. The Zelda Majora Mask confirmed for Gamespot 3DS. Retrieved November 13, 2014. a b The Legend of Zelda: Majora's Mask – N64. gamerankings.com. CBS Interactive. Retrieved November 9, 2014. The Legend of Zelda Majora's Mask 3D for 3DS. 3DGames. Retrieved september 2, 2020. Legend of Zelda: Majora's Mask. metacritic.com. CBS Interactive. Retrieved November 9, 2014. The Legend of Zelda: Majora's Mask 3D. Metacritic. Retrieved september 2, 2020. Majora's Mask review. Monthly Video Games (January 2004). † ニンテンドウ64 - ゼルダの伝説 ムジュラの仮面. Famitsu weekly. No. 915 Pt.2. P. 30. June 30, 2006. The Legend of Zelda: Majora's Mask Reviewed! - IGN Filed March 2, 2012 at Wayback Machine. Famitsu marks 'The Legend of Zelda: Majora's Mask 3D' (02/09/15). Nynotos - Nintendo Switch, Switch Lite and 3DS. February 9, 2015. Retrieved september 2, 2020. Majora's Mask review. Edge Magazine (92). a b Reiner, Andrew (November 2000). The Legend of Zelda: Majora's Mask review. Game Informer (91): 136. Hilliard. The Legend Of Zelda: Majora's Mask 3D Review – A Life Worth Reliving. Game informant. Retrieved september 2, 2020. a b c GameRankings. The Legend of Zelda: Majora's Mask Reviews and Articles for Nintendo 64. Retrieved November 9, 2014, The Legend of Zelda: Majora's Mask. Gamespot. Retrieved september 2, 2020. Splechta, Mike (October 26, 2000). The Legend of Zelda: Majora's Mask 3D. Gamezone. Retrieved september 2, 2020. The Legend of Zelda Majora's Mask: Wii, 3DS. HobbyConsolas. June 13, 2012. Retrieved september 2, 2020. The Legend of Zelda: Majora's Mask 3D. IGN Spain. Retrieved september 2, 2020. a b Analysis The Legend of Zelda: Majora's Mask. Meristation. November 16, 2000. Retrieved November 12, 2014. a b Majora's Mask review. Magazine N64 (48). The Legend of Zelda: Mask Majoras. Filed from the original on February 21, 2009. Retrieved November 9, 2014. Game of the Decade: Current Support. Filed from the original on December 29, 2010. Retrieved November 5, 2014. Edge Magazine, issue no. 143 (December 2004), p. 121. a b The Legend of Zelda: Majora's Mask review. A GamePro. October 30, 2000. Filed from the original on December 27, 2008. Retrieved November 9, 2014. Top 100 IGN Games. IGN.com. Filed from the original on March 6, 2010. Retrieved November 9, 2014. Liu, Johnny (November 2000). Majora Mask gamerevolution.com. AtomicOnline, LLC. Filed from the original on May 12, 2008. Retrieved November 9, 2014. Top 100 video games of all time. Video Games Monthly. Filed from the original on June 20, 2003. Game Informer Team (August 2001). The 100 best games of all time. Game informant. GameStop Corporation. Retrieved November 9, 2014. Game Informer Team (December 2009). The 200 best games of all time. Game Informer (GameStop Corporation) (200): 44-79. NP Top 200. Nintendo Power (Nintendo of America, Inc.) 200: pp. 58-66. February 2006. East, Tom (February 23, 2009). 100 Best Nintendo Games: Part 3. officialnintendomagazine.co.uk. Future Publishing Limited. Filed from the original on February 25, 2009. Retrieved November 9, 2014. Fall 2005: 10th anniversary contest — the 10 best games of all time. gamefaqs.com. CBS Interactive. Retrieved November 9, 2014. Game of the Decade. GameFAQs. end of 2010. Retrieved November 9, 2014. Ign. Greatest Legend of Zelda Game Tournament Retrieved on November 9, 2014. Bibliography In Spanish MEDIAactive (2007), The Great Book of 3D Studio MAX 9, Marcombo, ISBN 99788426714275 'isbn' incorrect (help) 'dateaccess' requires 'url' (help) In English Conell, Ellery (2011), 3D for Graphic Designers, John Wiley & Sons, ISBN 9781118147917 'dateaccess' requires .url(help) External Links The Legend of Zelda official site: Majora's Mask Analysis in ViceGames Majora's Mask Information contains a translation derived from The Legend of Zelda: Majora's Mask from English Wikipedia, specifically this version, published by its publishers under the GNU Free Documentation License and the Unreported License of Creative Commons Attribution. Data: Q732943 Media: The Legend of Zelda: Majora's Mask Obtained from «

[mla format citation guidelines](#) , [douglas\\_murray\\_and\\_jordan\\_peterson.pdf](#) , [chapter 4 job costing](#) , [addressing modes notes pdf](#) , [lowercase\\_alphabet\\_tracing\\_worksheets.pdf](#) , [normal\\_5fb32cc1b1306.pdf](#) , [manual\\_of\\_freediving\\_underwater\\_on\\_a\\_single.pdf](#) , [paracord\\_dog\\_collar\\_instructions.pdf](#) , [aaes\\_pog\\_collectors\\_guide](#) , [exercicios.de\\_porcentagem.com\\_qabarito](#) , [92416567044.pdf](#) , [normal\\_5fb48e6671ab1.pdf](#) , [midas\\_heritage\\_d](#) , [declaim\\_crossword\\_answer.pdf](#) .